DUALINK

Big Mom

BBEG



One Piece Edition

Big Mom

Huge humanoid (giant), chaotic evil

Armor Class: 19 (Iron Balloon, Armament Haki)

Hit Points: 333 (23d12 + 184)

Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	14 (+2)	16 (+3)	22 (+6)

Saving Throws: Str +15, Con +14, Wis +9, Cha +12

Skills: Athletics +21, Intimidation +18, Insight +9, Perception +9

Damage Resistances: Bludgeoning, Piercing, and Slashing from nonmagical attacks; psychic

Damage Immunities: Fire, Lightning (via Homies' shielding)

Condition Immunities: Frightened, Charmed

Senses: Passive Perception 19

Languages: Common, Giant

Challenge: 18 (20,000 XP)

Lifespan Vault (LV). Big Mom's devil fruit power is represented by Lifespan Vault, a resource she uses to empower Homies, steal lifespan, and trigger terrifying techniques.

- Starting LV: 3.
- Maximum LV: 10.
- Gain LV: Big Mom gains 1 LV at the start of each of her turns. Whenever a creature within 60 feet becomes frightened, becomes Soul-Shaken, or is reduced to 0 hit points, Big Mom gains 1 LV (max once per creature per round).

Legendary Resistance (3/Day, 4/Day if she is in her lair). If Big Mom fails a saving throw, she can choose to succeed instead. If she succesfuly passes a check as a result of her legendary resistance she gains 1 LB.

Haki-Infused Strikes. Big Mom's melee weapon attacks are considered magical.

Homies (Napoleon, Prometheus, Hera). Big Mom fights with three soul-animated companions.

- Napoleon (her hat-sword) fuels her melee techniques.
- Prometheus (fire) and Hera (lightning) fuel her ranged and area attacks.

Soul-Shaken (Unique Condition). Big Mom's presence and soul pressure rattles your very lifespan.

A Soul-Shaken creature suffers all of the following effects:

- Its speed is halved.
- It has disadvantage on attack rolls against Big Mom.
- The creature takes an extra 7 (2d6) necrotic damage the first time Big Mom hits it on a turn.

A Soul-Shaken creature can repeat a Wisdom saving throw at the start of its turn (DC equals the effect that applied it), ending Soul-Shaken on a success. Unless stated otherwise, Soul-Shaken lasts until the end of the creature's next turn.

Terrifying Matriarch. Each hostile creature of Big Mom's choice within 30 feet must succeed on a DC 19 Wisdom saving throw or become

Soul-Shaken until the end of its next turn. Upon succedig they are immune to this effect for 1 hour.

Actions

Multiattack. Big Mom makes three attacks: two with Napoleon and one with a Homie Blast.

Napoleon (Soul-Edge). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) slashing damage plus 9 (2d8) necrotic damage. If the target is Soul-Shaken, it takes an additional 7 (2d6) necrotic damage.

Homie Blast (Prometheus or Hera). *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 24 (7d6) fire damage (Prometheus) or 24 (7d6) lightning damage (Hera).

Soul Pocus (Costs 2 LV). Big Mom targets one creature she can see within 60 feet that is frightened or Soul-Shaken. The target must make a DC 20 Charisma saving throw. If the creature fails it takes 27 (10d6) necrotic damage, its hit point maximum is reduced by the same amount until it finishes a long rest, and it becomes Soul-Shaken for 1 minute. On a success, the target takes half damage and is not Soul-Shaken.

Maser Saber (Recharge 5–6, Costs 3 LV). Big Mom sweeps Napoleon through fire-and-lightning force. Creatures of her choice in a 30-foot cone must make a DC 20 Dexterity saving throw, taking 49 (11d8) slashing x fire x lightning damage and becoming Soul-Shaken on a failed save, or half damage on a

success.

Bonus Actions

Soul Feast (Costs 2 LV). Big Mom regains 25 hit points and gains 15 temporary hit points. If at least one creature within 60 feet is frightened or Soul-Shaken, she also gains 1 LV.

Legendary Actions

Big Mom can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Big Mom regains spent legendary actions at the start of her turn.

Napoleon Slash. Big Mom makes one Napoleon attack.

Move. Big Mom moves up to half her speed.

Prometheus Burst (Costs 2 Actions). Flames explode in a 10-foot radius centered on a point Big Mom can see within 60 feet. Creatures in the area must make a DC 19 Dexterity saving throw or take 21 (6d6) fire damage and become Soul-Shaken until the end of their next turn. On a successful save the target takes half the damage and is not Soul-Shaken.

Hera's Snare (Costs 2 Actions). Big Mom lashes lightning at one creature within 90 feet. The target must make a DC 20 Constitution saving throw or take 22 (4d10) lightning damage and have its speed reduced to 0 until the end of its next turn. On a successful save the target takes half the damage and the speed is not reduced.

Soul Candles

There are four Soul Candles placed around the battlefield, each infused with stolen lifespan. Each Soul Candle has AC 18 and 25 hit points. They are objects.

While active, for each active Soul Candle, Big Mom gains 5 temporary hit points at the start of her turn. The first time each round Big Mom would gain Lifespan Vault, she gains +1 additional LV if two or more candles remain.

When a Soul Candle is destroyed, each player character within 30 feet of that candle gains one of the following benefits (their choice):

- End Soul-Shaken on yourself.
- Regain 20 hit points.
- Gain advantage on your next saving throw before the end of your next turn.

Hunger Pangs

When Big Mom reaches 180 hit points (50%), she enters her Hunger Pangs phase. She becomes leaner, faster, and less coherent.

Instantaneous Effect: Sweet-Tooth Catastrophe. All creatures of Big Mom's choice within 60 feet must make a DC 21 Wisdom saving throw. On a failed save the target takes 18 (4d8) psychic damage, becomes frightened until the end of its next turn, and becomes Soul-Shaken for 1 minute. On a successful save the target takes half the damage and is not frightened or Soul-Shaken.

Mechanical Changes

- Speed: 50 ft.
- All save DCs increase by 1.

- Soul Feast now costs 1 LV instead of 2.
- Soul Pocus can now be used as part of the Multiattack.
- 4 new soul candles appear.

Rampage (Costs 2 LV). Big Mom moves up to her speed. During this movement, she can move through the space of any creature that is Large or smaller. Each creature whose space Big Mom enters must succeed on a DC 19 Strength saving throw or take 22 (4d6 + 8) bludgeoning damage, be knocked prone, and become Soul-Shaken until the end of its next turn. This ability can replace an attack from Multiattack.

Tantrum Shockwave (Costs 3 Actions). Big Mom slams the ground. Creatures of her choice within 30 feet must make a DC 20 Dexterity saving throw or take 28 (8d6) bludgeoning damage, fall prone, and become Soul-Shaken until the end of their next turn. On a successful save the target takes half the damage and is not prone or Soul-Shaken.

Maser Cannon

When Big Mom reaches 36 hit points (10%), she begins channeling her finisher at the end of her turn as a free action.

Channel (1 Round). Big Mom is wreathed in black lightning, fire, and stormlight.

Release (Start of Her Next Turn). Big Mom fires a devastating beam in a 90-foot line, 10 feet wide. Each creature in the line must make a DC

20 Dexterity saving throw. On a failed save the target takes 70 (20d6) fire x lightning x force damage and becomes Soul-Shaken for 1 minute. If the creature was already Soul-Shaken, it is instead stunned until the end of its next turn. On a successful save the target takes half the damage with no additional effects.

Interrupting the Finisher

If Big Mom takes 60 or more damage during the channel, or if a Soul Candle is destroyed during the channel, the finisher fails and Big Mom takes 22 (4d10) psychic damage from backlash. The finisher cannot be attempted again.

Special Weaknesses

Hunger Manipulation

Discovery Mechanism. A creature can attempt a DC 18 Wisdom (Insight) or Intelligence (History) check after Big Mom enters Phase 2 to recognize the pattern of her fixation.

Triggering Mechanism. A creature that has discovered this weakness can use an action to bait or distract Big Mom with food, illusions, or taunts about sweets. Big Mom makes a DC 20 Wisdom saving throw. Big Mom has disadvantage if an illusion spell is cast.

Consequence. On a failure, Big Mom must use her next movement to move toward the bait (as directly as possible) and she cannot take legendary actions until the end of her next turn.

Homie Desync

Discovery Mechanism. After Big Mom uses Maser Saber or Maser Cannon, a creature may attempt a DC 18 Intelligence (Arcana) or Wisdom (Perception) check to notice that her fire and lightning "misalign" under pressure.

Triggering Mechanism. If a creature hits Big Mom with cold damage or thunder damage, it can force a DC 20 Constitution saving throw.

Consequence. On a failure, Big Mom loses 3 Lifespan Vault, and her next Homie Blast or Prometheus Burst/Hera's Snare deals half damage.

This weakness can be exploited two times per encounter.

"You don't really serve Big Mom, you orbit her, like a moon praying the tide doesn't rise too fast. I've watched cannons bounce off her skin, watched souls tear themselves loose just because she looked at someone the wrong way. When she laughs, the air feels heavier, like your lifespan is being weighed in her hand to see if it's worth keeping. But when she's pleased, when the sweets are right, when the Homies sing and the world bends the way she wants, it feels like standing beside a living god. Terrifying, yes… but there's no safer place than behind her shadow, as long as you remember one thing: never let her get hungry."